AMENDMENTS TO THE CLAIMS

This listing of the claims will replace all prior versions, and listings of claims in the present patent application:

Listing of Claims:

Claim 1 (Currently Amended): A player-funded ball-based gaming system comprising:

a target, said target having a top surface and at least one portion of said top surface having an opening in operable connection to a target reader/transmitter, said target reader/transmitter further comprising an entry portion, a guide portion, and an exit portion, a first RFID reader configured such that a ball, upon entering said entry portion, will follow said guide portion past said first RFID reader in a readable manner and then exit via said exit portion, and where said target reader/transmitter is operable for communication with at least one server;

a second RFID reader configured to read a ball RFID tag enclosed in a ball before said ball reaches said top surface, and extract ball IDs thereby and further configured to be in operable communications with at least one server;

a server operable for communication with said at least one target reader/transmitter and said second RFID reader and configured to make at least one calculation regarding ball data using data received by said server from at least one of: said target reader/transmitter; or, said second RFID reader, said server further comprising a database and a program configured to enable play of at least one game having at least one of a pari-mutuel ~~winnings distribution~~ system or a player-funded progressive <u>system</u> ~~pool~~, said pari-mutuel system

enabled to determine and distribute winnings from a pool to a plurality of players comprising differing bet amounts for a game, and said progressive system player funding comprising funding using a portion of funds collected as part of enabling RFID-equipped balls for game play;

said database configured to retrievably hold ball IDs in associated with one of: other ball IDs; or, at least one player ID, and further configured to hold data sent by said target reader/transmitter and said second RFID reader, and store said calculated ball data, in a manner retrievable by one of: a player ID; or, a ball ID.

Claim 2 (Original): The system of claim 1 where said first RFID reader is configured such that its antenna coils are wrapped in a tubular manner around said central guide.

Claim 3 (Original): The system of claim 1 where said second RFID reader is configured such that its antenna coils are wrapped in a tubular manner around a guide, said guide configured to enable a ball to pass through said tubular antenna coils.

Claim 4 (Original): The system of claim 1 further comprising a sensor located near at least one ball launch area, said sensor configured to detect a ball that is one of: placed on the ball launch area; hit from the ball launch area; or, both placed on, and hit from, the ball-launch area; and is further configured to transmit data about said detected ball to a server.

Claim 5 (Original): The system of claim 1 further comprising a plurality of servers, where said plurality of servers are in operable communication with each other, and where one of said plurality of servers further comprises a database, said database configured for player accounts, and further configured to hold one of: target data, ball ID data, detected ball data; or, target data and ball ID data and detected ball data in a manner associated with a player account

Claim 6 (Original): The system of claim 1 further comprising a plurality of servers, where said plurality of servers are in operable communication with each other, and where one of said plurality of servers further comprises a database, said database configured for storing data in a manner retrievable using ball IDs, and further configured to hold one of: target data, a plurality of ball IDs, detected ball data; or, target data and ball ID data and detected ball data in a manner associated with a ball ID.

Claim 7 (Original): The system of claim 1 where said at least one server is also configured to be a WWW server, enabled to allow logged in users to retrieve one of: personal ball game data; a plurality of player's ball game data; or, both personal and a plurality of player's ball game data.

Claim 8 (Original): The system of claim 1 where said target, said first RFID reader, and said second RFID reader are configured to read one of: a golf ball; a basketball; a baseball; or, a football.

Claim 9 (Canceled).

Claim 10 (Previously Presented): The system of claim 1 where said at least one target further comprises at least one mobile target.

Claim 11 – 12 (Canceled).

Claim 13 (Currently Amended): A method of using a ball range system, the ball range system having at least one target, the target having an RFID reader in communication with a server, the server having a database and further having a program configured to use said database to enable a player to play at least one game having at least one of a pari-mutuel ~~winnings distribution~~ system or a player-funded progressive <u>system</u> ~~pool, distributable upon the occurrence of a winning event~~, the method comprising:

<u>configuring said pari-mutuel system to determine and distribute winnings from a pool to a plurality of players comprising differing bet amounts for a game;</u>

<u>configuring said progressive system to be enableable for player-funded by pooling a portion of funds collected as part of enabling RFID-equiped balls for game play;</u>

providing a set of balls having RFIDs therein, where said set of balls comprises at least one ball;

storing said set of ball IDs on said database;

associating said set of ball IDs with an account on said database;

allowing said set of balls to be launched from a ball launch area towards at least one target;

gathering data on any hits on any target by said launched balls;

sending said hit data to a server and retrievably storing it associated with a player ID;

enabling a person having access to said account to retrieve data about said ball hits and any other data collected pursuant to using said set of balls.

Claim 14 (Original): The method of claim 13 where said providing a set of balls is a set of purchased for play by a player at a range cashier's station.

Claim 15 (Original): The method of claim 13 where said providing a set of balls is a set of balls owned by a player, and brought to the range by said player.

Claim 16 (Original): The method of claim 13 where said associating said set of ball IDs with an account further comprises associating said set of ball IDs with a specific player account.

Claim 17 (Original): The method of claim 13 where said associating said set of ball IDs with an account further comprises associating said set of ball IDs with an anonymous player account.

Claim 18 (Original): The method of claim 13 where said associating said set of ball IDs with an account further comprises associating said set of ball IDs into a group, said group being accessible using any one of the ball IDs contained in the group.

Claim 19 (Original): The method of claim 13 where said gathering data on any hits on any target further comprises:

    providing a plurality of targets;

    recording data on any ball from said set of balls that reaches any target;

    sending said gathered data to a server;

gathering all sent data in said database;

providing said data to any authorized user, player, or program running on said server.

Claim 20 (Original): The method of claim 13 where said target, said target RFID reader, and said range entry RFID reader are configured to read, one of: a golf ball; a basketball; a baseball; or, a football.

Claim 21 (Canceled).

Claim 22 (Previously Presented): The method of claim 13 where said at least one target further comprises at least one mobile target.

Claim 23 – 24 (Canceled).

Claim 25 (Currently Amended): A method of wagering using a ball range having a ball range system, the ball range system having at least one target, the target having an RFID reader in communication with a server, the server having a database and further having a program configured to use said database to enable a player to play at least one game having at least one of a pari-mutuel winnings distribution system or a player-funded progressive system pool, usable for distribution upon the occurrence of a winning event, the method comprising:

configuring said pari-mutuel system to determine and distribute winnings from a pool to a plurality of players comprising differing bet amounts for a game;

player-funding said progressive system comprising pooling a portion of funds collected as part of enabling RFID-equiped balls for game play;

reading a set of balls at a range entry golf ball RFID reader;

associating a player with said set of balls;

accepting payment from a player for a wager, said wager based on using said set of balls;

allowing said player to go to a ball-launch area;

recording in said database output from a sensor located in said ball-launch area each time a ball is placed in said ball-launch area;

recording each ball from said set of balls that hits a target; and,

determining if said set of balls have been played and if said set of balls that hit a target comprise a winning event.

Claim 26 (Original): The method of claim 25 where said associating a player with said set of balls further comprises associating a player ID with said set of balls.

Claim 27 (Original): The method of claim 25 where said associating a player with said set of balls further comprises associating an anonymous player ID with said set of balls.

Claim 28 (Original): The method of claim 25 where said target, said target RFID reader, and said range entry RFID reader are configured to read one of: a golf ball; a basketball; a baseball; or, a football.

Claim 29 (Canceled).

Claim 30 (Previously Presented): The method of claim 25 where said at least one target further comprises at least one mobile target.

Claim 31 – 32 (Canceled).

Claim 33 (Currently Amended): A method of creating enhanced player interest at a ball range having a ball range system, the ball range system having at least one target, the target having an RFID reader in communication with a server, the server having a database further having a program configured to use said database to enable a player to play at least one game having at least one of a pari-mutuel ~~winnings distribution~~ system or a player-funded progressive <u>system</u> ~~pool upon the occurrence of a winning event~~, the method comprising:

<u>configuring said pari-mutuel system to determine and distribute winnings from a pool to a plurality of players comprising differing bet amounts for a game;</u>

<u>configuring said progressive system to allow enablement of player-funding by pooling a portion of funds collected as part of enabling RFID-equiped balls for game play;</u>

~~providing player-funded pools for games on which a player may wager an amount;~~

displaying games and associated player-funded pool amounts in a manner visible to a player;

updating said player-funded pool amounts as said games are being played by players; and,

displaying amounts won by players upon the occurrence of game winning events.

Claim 34 (Original): The method of claim 33 where said target, said target RFID reader, and said range entry RFID reader are configured to read one of: a golf ball; a basketball; a baseball; or, a football.

Claim 35 (Canceled).

Claim 36 (Previously Presented): The method of claim 33 where said at least one target further comprises at least one mobile target.

Claim 37 – 38 (Canceled).

Claim 39 (New): The system of claim 1 where said pari-mutuel system or said progressive system comprise a plurality of sites.

Claim 40 (New): The method of claim 13 where said pari-mutuel system or said progressive system comprise a plurality of sites.

Claim 41 (New): The method of claim 25 where said pari-mutuel system or said progressive system comprise a plurality of sites.

Claim 42 (New): The method of claim 33 where said pari-mutuel system or said progressive system comprise a plurality of sites.